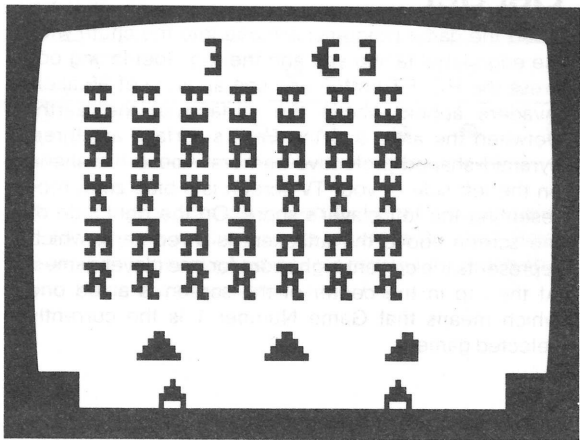


ALIEN INVASION

VIDEOCART

26



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On Your Mark

Now you can experience all the excitement of your favorite arcade games right in your own living room. And it won't cost you a quarter each time you fight back an armada of aliens!

Get Set

Insert the game program cartridge into the chute with the edge label facing you and the top label facing up. Press the RESET button and see an army of 35 alien invaders appear above the surface of the Earth. Between the army and the Earth's surface are three pyramid-shaped protective barriers. Above the aliens on the left side of your TV screen is a blue zero, representing the left player's score. On the right side of the screen above the attackers is a red zero, which represents the current high score for one player games. At the top in the center of the screen is a red one which means that Game Number 1 is the currently selected game.

Go

You can change the Game Number in the following ways:

1. Decrease the Game Number by pressing console button 1 or by twisting either hand control LEFT.
2. Increase the Game Number by pressing console button 2 or by twisting either hand control RIGHT.

After you have made a Game Number selection, you can start the game by pressing console button 4 or by pulling either hand control UP.

The Game

You are responsible for defending the Earth against an army of alien invaders. The task is not easy. The attackers relentlessly descend toward the Earth as they fire their missile salvos in an attempt to destroy you.

Your player is positioned in a blast-proof trench on the Earth's surface. You may move laterally within the trench by moving your hand control LEFT or RIGHT as you position yourself to destroy the aliens and to avoid their missiles. You fire your missiles by pushing your hand control DOWN and you score points for each alien you destroy.

Above your player are suspended three protective barriers. Alien missiles cannot penetrate these barriers, but will destroy them bit by bit. The same is true for your missiles, so take care in firing missiles at your own barriers. As the alien batallion descends toward you, they will eventually obliterate what's left of your protective barriers when they reach them.¹ So don't be surprised when your barriers vanish before your eyes.

If your player is destroyed by alien missile fire three times, then the game is over. In Two Player Games, the other player will be allowed to continue. The number of turns left for each player is displayed next to the player's score in the player's own color. This number is shown immediately before a player's turn begins and again when his turn ends.

If the aliens are able to land on the Earth, the game (and humanity as well) is finished. In Alternating Two Player Games, the game is over only for the player against which the landing occurred—the other player may still continue and give Earth's inhabitants a second chance.

Points are scored for each alien you destroy, for hitting the Orbiting Mothership Control Station, and for destroying the last alien on the screen. Point values are assigned to the alien intruders according to their ferocity.

The Amozian	10 Points
The Bolonian	20 Points
The Sentorian	30 Points
The Dermonian	40 Points
The Erodian	50 Points
Orbiting Mothership Control Station	250 Points

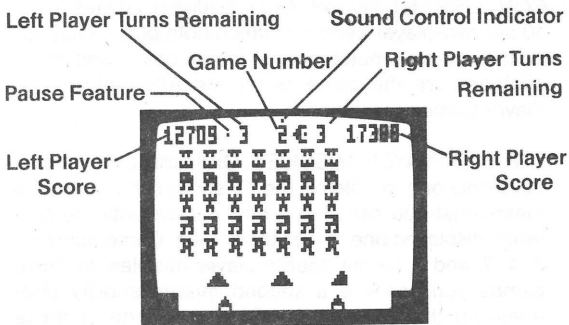
The Orbiting Mothership Control Station will appear from time to time moving across the TV screen in the area where the scores ordinarily appear. It is worth 250 points to the player shooting it down.

Destroying the last alien will give the marksman 500 points instead of the normal target value. Therefore, annihilation of the attackers is worth at least 1500 points.

When you completely destroy the alien army, a new army will appear. Each new army starts out a little bit nearer to the Earth than the previous one, until they are one step away from landing! This is the point where your skill as mankind's defender is put to the ultimate test.

For those of you who can't stand the pressure of safeguarding mankind's future, we've included a Pause Feature (a sort of indefinite truce). If you press console button 4 in between turns, you will activate the Pause Feature. A small flashing red dot will appear between the left player's score and the number of turns he has left and the next turn will not begin. This gives you time to go to the icebox, etc. When you're ready to resume, just press button 4 again to erase the flashing dot and the next turn will commence.

ALIEN INVASION SCREEN FORMAT



Game Variations

ONE-PLAYER GAMES: Games 1 through 4 are one-player games. The Channel F computer remembers the high score and displays it in the upper right corner of your TV screen. Whenever you change game numbers, the computer will reset the high score to zero.

ALTERNATING TWO-PLAYER GAMES: Game numbers 5 through 8 are for two players in which each player alternates taking turns. The left player is blue and his score is in the upper left corner of the TV screen. The right player is green and his score appears in the upper right corner.

CONCURRENT TWO-PLAYER GAMES: Games 9 and 10 are two-player games in which both players appear on the screen simultaneously. Player colors and score positions are the same as for the Alternating Two-Player Games.

DOUBLE PLAYER MISSILES: Ordinarily a player may have only one missile on the TV screen at a time. This means that you can't fire a new missile until the currently displayed one leaves the screen. Game numbers 3, 4, 7, and 8 permit double player missiles. In these games you can fire a second missile shortly after releasing the first missile. Of course, one of these missiles must leave the TV screen before you can fire another one.

QUADRUPLE ALIEN MISSILES: In the odd-numbered games, the alien attackers are permitted to have only two missiles on the TV set at one time. In the even numbered games, the army of aliens can have up to four missiles on the screen simultaneously. If you like the role of an underdog, try playing games 2, 6, or 10, when your enemy has an artillery advantage of 4 to 1.

SOUND CONTROL: Those of you owning Channel F units with built-in console speakers can turn the sound off by pressing console button 3 at game selection time. A small red dot will appear above the game number, indicating that you have turned the sound off. By pressing button 3 again you will erase the red dot and switch the sound back on.

ALIEN INVASION GAME MATRIX

Game Number	1	2	3	4	5	6	7	8	9	10
One Player	○	○	○	○						
Two Players Alternating					○	○	○	○		
Two Players Concurrent									○	○
Double Player Missiles			○	○			○	○		
Quadruple Alien Missiles		○		○		○		○		○

Alien Invasion was developed by Reid-Selth who also created those amazing robots for Video Whizball. Reid-Selth welcomes suggestions for new video games, that you would like to play on Channel F.

Have Fun

Other exciting Videocart cartridges are available from your dealer. For more information, write:

ZIRCON INTERNATIONAL INC.
475 Vandell Way
Campbell, California 95008

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the Fairchild Video Entertainment Systems
Channel F and Channel F System II.

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Printed in U.S.A.